

# EDNET Faculty Training Workshop

## An EDNET Game 4 U

A professional development Game is provided below. The process as well as the content of the activity is both important.

### Game # 2

#### *Grandma's Trunk: The Game of Distance Learning*

**Brief Summary:** This is a version of the children's game, Grandma's Trunk that tests memory skills on any item that could fit into grandma's trunk such as clothing or food based on the letters of the alphabet. This game is adapted to help teleteachers remember items in the area of teleteaching. Many of these concepts have been introduced during the class, and you probably know many more.

**Directions:** For each letter of the alphabet, think of a concept that applied to teaching at a distance, any educational principle, or technology used to deliver instruction. Write the concept in a one-sentence explanation next to the letter the concept begins with. The concept does not have to begin the sentence. You do not need to repeat the one sentence explanation. For example, if your letter was "D" you must repeat the concept for "A," "B," and "C." Say, "Grandma's trunk had a(n). Each member of the first team to complete this exercise will receive a prize!

**Judging Panel:** A panel of your colleagues will judge the appropriateness of each response. The instructor may be called on to resolve any disputes—if he knows!

**Learning Performance Objective:** Identify a concept in distance learning, teaching, or technology that relates to a letter of the alphabet, repeating each item until the entire alphabet is completed WITHOUT reference to written notes. This is a level 1-memory skill (Knowledge)

**Participant grouping strategy:** Form groups of three and separate yourself in the room to isolate yourselves as much as possible.

**Notes:** The backside of this paper is prepared with the alphabet and a place to write your concept.

**Time:** 8 minutes.

Turn the paper over for note taking.....



## Grandma's Trunk had a(n)....

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Letter	Description of your distance education concept, educational principal, or distance learning technology
A	
B	
C	
D	
E	
F	
G	
H	
I	
J	
K	
L	
M	
N	
O	
P	
Q	
R	
S	
T	
U	
V	
W	
X	
Y	
Z	